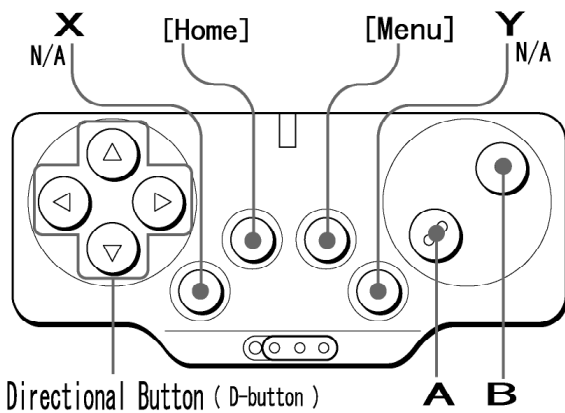# SEGA®

COLUMNS for CLIE Instruction Manual

1. Installation

This program is exclusive for SONY CLIE game controller PEGA-GC10. Please install the appropriate one of the following files for your CLIE model from the supplied CD-ROM with PEGA-GC10.

- ・Japanese/Color
  COLUMNS_CLIE_JC.prc、 COLUMNS_CLIE_JC.pdb

- ・Japanese/monochrome
  COLUMNS_CLIE_JG.prc、 COLUMNS_CLIE_JG.pdb

- ・English/color
  COLUMNS_CLIE_EC.prc、 COLUMNS_CLIE_EC.pdb

- ・English/monochrome
  COLUMNS_CLIE_EG.prc、 COLUMNS_CLIE_EG.pdb

2. Operation

■ Controller

X N/A   [Home]   [Menu]   **Y** N/A

Directional Button (D-button)   **A** **B**

■ Menu & Pause Menu operation

D-button up & down	Selects an item.
A (To Do) button	Decides a selected item.
B (Memo) button	Cancels a displayed item.
Home button	Ends a game on title screen Resumes a game on play screen

The above is a default setting in the game controller driver.

■ Game play operation

D-button right/left	Shifts the jewels right and left.
D-button down	Drops the jewels at high speed.
D-button up/A (To Do) button	Rotates the jewels.
B (Memo) button	N/A
Menu button	Does or not a pause menu indication

3. Getting started and finished

■ How to start the game
Please connect a game controller and tap the Columns icon to start the game.

■ How to finish the game
Please push the Home button on the controller during the title screen appearance.

4. Various menu items

■ Title screen
Please push one of any buttons on the title screen so that the screen shows the menu.

■ Menu screen

ARCADE	Plays on arcade mode.
FLASH	Plays "Flash Columns".
HOW TO PLAY	Explains how to play.
ABOUT	Shows the information.
OPTIONS	Shows the option menu.

■ Option menu

DIFFICULTY	Sets difficulty level of the arcade mode 1(easy)-4(difficult)
SOUND	Adjusts sound volume. ※
RANKING (ARCADE)	Shows an arcade mode ranking.
RANKING (FLASH)	Shows a flash mode ranking.
RANKING CLEAR (ARCADE)	Initializes an arcade mode ranking.
RANKING CLEAR (FLASH)	Initializes a flash mode ranking.
JEWELS SELECT	Selects jewel type.
BUTTON TEST	Tests a button function.
EXIT	Exits the option menu.

■ Pause menu

CANCEL	Closes the pause menu and resumes the game.
RETRY	Retrys the game from the start point of the stage you were playing.
TITLE	Ends the game and return to the title screen.
SOUND	Adjusts sound volume. ※

※ The Polyphonic FM sound support models of CLIE are only able to produce the sound.

5. How to play

■ Cardinal rules
・How to erase a jewel
A set of three jewels falls from top of the screen. Please move the falling jewels from side to side having them rotate and pile up. Arrange over three of the same color jewel horizontally, vertically or crossly so that they will erase. Your level upgrades depending on how many jewels you could erase. The falling speed also changes up to your level. The game is over when the compiled jewels reached the top. When your score ranks in, you can entry your name.

・Chain block makes high scores.
If you could erase the jewels continuously, you would mark a high score depending on the number of continuous erasing.

■ Arcade
Please choose a start level before getting started.
・EASY　: Starts from level 0. Gives a tip by level 2.
・MEDIUM : Starts from level 5. Gives a bonus point of 20,000 at start.
・HARD　: Starts from level 10. Gives a bonus point of 50,000 at start.

・Magic stone
In arcade mode, a magic stone would appear if you started from MEDIUM or Hard level and could erase a certain number of jewels. On the EASY level, a certain condition would generate a magic stone. The same color jewels as one to which Magic stone dropped all erase. Let's make the chain block and get a high score!

■ Flash Columns
If you erase all flashing jewels, it would become a stage clear. How many stages can you clear?!
・NEW　　: Starts the game from the first stage.
・CONTINUE : Plays from one of any stages you cleared. Please select one you would like to play with the directional button right and left.

※ Handling Instruction
In the event of extended game play please take care to ensure that the batteries don't run out. Also, insufficient battery power can cause incorrect operation. Please be sure to recharge the batteries before they are completely depleted.
・Do not connect or disconnect the controller, the memory card or the other peripheral to/from the CLIE during game play. It may cause an error operation.
・Please take a rest appropriately when you play for a long time.
・Please stop playing and take a enough rest when you feel bad during playing.
・Please have a consultation with a doctor if you could not recover from your bad condition caused by playing the game.

※For more information of the game support, please contact Sega Corporation at http://pda.sega.co.jp/